

#1

STATUS

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**CHRIS
CRAWFORD
RAMDISK
NATIONAL TOUR**

Ass'y Lang
800XL mini Ram disk
Paperclip

Editor's File

IMAGINE Hooter Purvis' joy and surprise when he saw his smiling face grinning back at him from the latest issue of the JACS (Jersey ATARI Computer Group) newsletter, imagine his shock and disbelief when he noticed that his comic strip was credited to the BAY AREA ATARI Users Group... Imagine MY shock and disbelief when I noticed that my comic strip was thusly portrayed! It has always been the policy of this editorial department to fully credit the creators of any piece of work whether it be program, article or art work and I had thought that it was the policy of others to do the same, but somewhere down the line STATUS lost its rightful credit for this piece... c'mon guys, try and keep this stuff straight!

For those of you that care and for those of you that are just trying to save up answers for the PC question set to Trivial Pursuit... this issue marks my one year anniversary as editor at the STATUS Newsletter!!!! I never thought when I started this gig that it (or I) would last this long, but as the months have slipped by I believe the little rascal has taken hold of me and refuses to let go. I hope you've gotten something out of the last twelve issues because there was a lot put into them, I also hope that you've put something into the last twelve issues and that if you haven't that you'll try to make up for it in the next twelve. The STATUS Newsletter will continue to grow and evolve, but only with your continued help and support...

This issue marks the beginning of an eight part series on assembly language by none other than the master of strategic simulation himself: Chris Crawford! Hopefully you'll gain some insight into that arcane and mystical dialect and maybe learn something about that little box that you sit in front of night after night... also in this issue a little bit about LOGO, the official language of turtle lovers everywhere and just by coincidence the maiden language of that computing marvel the 520 ST. To round out the issue: Doug Boynton takes for another tour of the national BBSsystems (redundant we know), Scott Matthews reviews Spellagraph, and we take a look at the amazing world of RamDisks... no home should be without one!

If your tired of beating your head against the wall watching the Redskins get the "red" beat out of them, why not attend the STATUS picnic, October 6th at Mount Trashmore Park... we can get together and cry in our rootbeer over Mr. Theisman's ineptitude.

Wait a minute, the Redskins play Monday night. Oh well, I'll just have to sit through another one I guess...

Assembly Language

By CHRIS CRAWFORD

LECTURE ONE

WHY LEARN ASSEMBLY LANGUAGE?

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ASSEMBLY language is the great barrier that divides the professional programmer from the amateur, it is the most powerful language available for a micro computer. There are four reasons for learning to program in assembly language. First, the speed of execution of assembly language is very high, about ten times faster than BASIC on the average, perhaps a thousand times faster on certain operations. Even ACTION!, the fastest high-level language, is only about half as fast as assembly language. Second, assembly language tends to be more compact than many languages. Again, ACTION! provides a good comparison... code produced by ACTION! is about twice as large as the equivalent in assembly language. The third reason to program in assembly language is that assembly gives you access to features of the machine that are simply not available in high-level languages... interrupts are the most notable examples. Finally, the most important reason for learning to program in assembly language is that it will help you to understand the machine better. And that is a very good place to begin, for you cannot learn assembly language unless you know a little bit about computers.



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HOW COMPUTERS WORK

I am now going to describe how computers work, in very rough terms. Computers operate on a hierarchy of concepts that span a great range, rather like the hierarchy that starts with protons and electrons, moves through atoms, molecules, cells, people to civilizations.

A civilization is composed of protons and electrons, but to understand how it is so composed one must know a great deal about the intermediate steps. So too is a computer composed of transistors. There are four intermediate steps between the transistor and the computer.

A transistor is an electrically operated switch. We can assemble transistors into gates that will turn circuits on or off depending on the states of the circuits. There are a variety of gates reflecting the various Boolean operations: AND, OR, NOT, NAND, NOR and EOR.

Gates can be assembled into latches, decoders, and adders. A latch is the simplest memory element: it remembers one bit of information. A decoder translates a number encoded in binary form on a few wires into a selection of one of many wires. An adder will add two one-bit values, with a carry, and generate a carry of its own. We can next broaden each of these devices into an eight-bit device by simply slinging the devices side by side. Eight one-bit latches slung side-by-side give one byte of RAM. Eight adders make an eight-bit adder.

We can thus create a RAM module by building many bytes of RAM. We access this RAM module with three buses: a data bus, and address bus, and a control bus. The data bus carries information between the central processing unit and the RAM module. The address bus is sixteen bits wide; a decoder in the RAM module takes the numeric value on the address bus and decodes it to select the single byte of RAM that is indicated by the address. The control bus establishes the direction of the data flow on the data bus and the timing of data transfer.

The central processing unit (CPU) represents the highest intellectual level of the computer. It is composed of four parts: the Arithmetic and Logic Unit (ALU), the registers, the address bus controller, and the instruction decoder. The ALU is composed of adders and gate arrays that crunch numbers. The particular device to use is selected with a decoder.

The registers are simply on-board RAM. The address bus controller is a device that puts the desired RAM address onto the address bus. The real heart of the CPU is the instruction decoder, a very complex decoder that takes the program instructions out of RAM and translates them into action. It does this by feeding the instructions (which are numbers) into decoder circuits that activate the desired gateways in the CPU.

PROGRAMMING A MICROPROCESSOR

Machine code is nothing more than a bunch of numbers that mean something to the CPU. It's hard to work with pure numbers, so we use a little code that makes it easier for us to understand the codes that the computer uses. This programmer-friendlier code is called assembly language. It is a direct, one-to-one translation of machine code. Here is an example of the two side by side:

Machine Code Assembly Language

A9 05	LDA #FINGERS
133 49C	STA COUNT

The code on the right may not look very readable, but you must agree, it's far more readable than the code on the left. And they both mean the same thing.

Unfortunately, the counter cannot read the assembly code, only the machine code. Therefore, we need a translator program that will translate the easier-to-understand code on the right into the impossible-to-understand code on the left. This translator program is called an assembler.

A program that goes in the reverse direction, translating machine code to assembly, is called disassembler. It may seem like a bother to go through all the hassle of using an assembler, but it is actually much easier.

Assembly language is not only more readable than machine code, but it is also assembly-time relocatable; this means you can move it around in RAM freely before you start the assembly process. A good assembler also offers a number of extra features that make it easier to keep track of your program or modify it quickly.

USING AN ASSEMBLER

There are three steps involved in writing an assembly language program: editing, assembling, and debugging. Editing is the process of typing in your assembly language statements. Assembling is the invocation of the assembler. Debugging is the process of running your program and analyzing why it doesn't work. Thus, the entire process of writing an assembly-language process of writing by a fictitious BASIC:

```
FOR I= 1 TO 1,000,000,000...  
EDIT PROGRAM  
ASSEMBLE PROGRAM  
DEBUG PROGRAM  
NEXT I
```

THE 6502 MICROPROCESSOR

The first item in the 6502 that I will describe is the accumulator. This is a single one-byte register in the 6502. It is the central workbench of the microprocessor; almost everything happens in the accumulator. Your first three instructions on the 6502 are:

LDA address(LoaD the Accumulator with the contents of address)

This instruction loads the accumulator with the contents of the memory location specified by the value address. The address can be specified by either an outright value, such as \$600, or a symbolic reference, such as FISH, where the value FISH has been previously declared by, say, an ORG statement or an equate statement.

LDA #value (LoaD the Accumulator with value)

This is much like the earlier statement: it loads the accumulator with a number, only the number loaded is specified immediately rather than stored in a memory location. Thus, the command LDA #9 will put a 9 into the accumulator.

STA address (STore the Accumulator into address)

This command will store the contents of the accumulator into the RAM location whose address is specified in the Command. It is just like the first command, except that the direction of data motion is reversed. The LDA command is like a read, which the STA is like a write.

You are now equipped to move data around inside the computer. These commands will allow you to read data from one area of memory and store it into another. LDA and STA are the two most common instructions used in any 6502 program.

Exercise: Write a program that will read the contents of address \$FE00 and store the results into address \$680. Your biggest problem here will be just getting your assembler to work. Therefore, I will give the answer away:

```
ROMADD ORG $FE00
RAMADD ORG $680
      ORG $600
      LDA ROMADD
      STA RAMADD
      BRK
      END
```

That's the program. Try to get it running with your assembler.

Software Review

Spellaqraph

Designware, 1983

Reviewed By Scott Matthews

Now that school is back in session, your child faces that awesome task that gives all parents headaches... homework! If you are a conscientious parent, you try to monitor your child's homework daily. This can become a real burden for both parent and kid, especially when routine rote memory assignments are brought home to complete. Suppose Johnny brings home that weekly vocabulary assignment. He's got to memorize thirty words for the big spelling quiz on Friday. How can you help Johnny have fun while learning that lengthy list? Spellaqraph, by Designware, is the answer.

Any time you take the drudgery out of school work and make it a game, learning becomes fun. In essence, this is the whole point of Spellagraph. It takes a list of spelling words and adds the challenge of solving a rebus. A rebus is a kind of riddle made up of pictures and letters that resemble a common phrase or expression. In Spellagraph you solve the rebus by first spelling a word correctly.

Spellagraph is unique in two ways. You can create your own vocabulary list straight out of Johnny's school book, or you can review fundamental spelling rules using over twenty word lists included on the disk. On the one hand, a student can follow easy to read, step-by-step on screen prompts to build his own vocabulary lists. Spellagraph's menus make this task incredibly uncomplicated. Even a very young child with minimal keyboarding skills can quickly begin solving a rebus. On the other hand, the built in word lists aid a child in reviewing basic rules of the road. These lists cover a/u/i sounds, short vowels, consonant clusters, and even vowel diagraphs. Furthermore, the lists are graduated from simple to hard and include a brief explanation of the spelling rule before presenting the words. Any child having difficulty in grasping a phonetic concept can benefit from this.

Following the title screen, Spellagraph flips right to the main menu. The following options are available. You can immediately begin playing the game, create your own list of words, view a demonstration, or set up different game scenarios.

To play Spellagraph you must first type in your name and select a list of spelling words. There are between 3 and 30 words per list, and you get to preview the list before beginning play. Once a particular list is chosen, a grid is constructed on screen. A picture or letter clue to the rebus is hidden behind each block of the grid. Using the arrow keys, you select a block and then you are presented a fill-in-the-blank sentence. One of the words from the list chosen fits correctly in the blank. If the context clues are not sufficient, the first letter of the word is given as an additional hint. If the word is spelled correctly, one piece of the hidden rebus is revealed. If a mistake is made, the correct spelling is immediately given with no glimpse of the rebus. After each correct spelling, you get a chance to guess the rebus... you can quit any time you wish. When you solve three rebuses, you get a score based on the number of remaining rebus blocks. Along with your score, Spellagraph gives you a summary of the number of correct spellings plus specific words that need practice.

Designware's Spellagraph offers many features that make it a cut above other educational spelling programs. One major advantage is its grade level range. It can be used with kids from first grade through junior high. Having the option to create your own word lists expands Spellagraph's use to the high school level.

Even adults who are weak spellers may expand their vocabularies using this program if they wish. Reading skills are enhanced through the use of context clues in the sentences given. Furthermore, keyboard skills are encouraged and improved by using Spellagraph.

On the downside, Spellagraph may be too easy for some. Since recalling the right spelling on that quiz is essential, giving the first letter of a word fitting the blank may take away from learning to spell that word correctly. Whereas the rebuses are easy to grasp and understand, many are repeated. After playing the game awhile, the challenge loses effect. This takes away from the staying power of Spellagraph. Finally, although the graphics utilized in constructing the rebuses are superior, the sound effects are rather basic. Dynamic sound AND graphics should be employed in any educational program to stimulate and motivate kids.

Overall, Spellagraph meets its goal. It takes dull, routine school work and makes it not only challenging but really fun. If you're looking for a program to help spelling homework become less of a drudge, then Spellagraph fits the bill.



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PaperClip

By Henry Colonna

[EDITOR'S NOTE: This is Part II of Henry's review from the August (or was it early September) issue... It's so hard to keep track these days...]

One of my favorite features is double-column printing. There are only two word processors on the market that do double-column printing on the Atari. The first is AtariWriter, but it only works with a printer that does reverse line-feeds. There's only one printer on the market that does this that I can think of, the Atari 825 which hasn't been manufactured in a few years and doesn't have graphics. The Epsoms, the Gemini's, and the ProWriters don't have reverse-linefeeds, and hence, no double-column printing. The other WP is from OSS, The Writer's Tool, but this WP pauses at the end of a page and beeps for you to roll the paper backwards and hit return (I think it's return). PaperClip does it all automatically. Specify your margins for the first column and the second column and it will print each page out, line by line, in double columns, without asking you to back your paper up, and on any printer.

Single and double density is supported via a smart-density check with MachDOS. You can customize your copy of PaperClip with the following options:

- A. Cursor movement with or without control. (If you choose NO control then you HAVE to hit control to type +, *, -, or=)
- B. Screen scrolling. (If when you get to the end of a line longer than your 40 column display, do you want the whole screen to move or just the line you are editing?)
- C. Left Margin default.
- D. Line Length default. (PaperClip only currently supports the standard 40 column screen. A new version for the 130XE will support a new 80 column card. The card is a bit 'iffy' but it looks like it will be made.)
- E. Alarm Bell Toggle. (Do you want to hear the bell with an error?)
- F. Setting the Window Size. (Remember my discussion on your two editing windows? How large do you want them to be on the screen?)

G. Turning on Auto-Save. (Do you want auto-save? If so, after how many keystrokes?)

H. Setting the Attract Mode. (Do you want your screen to change colors, as usual, after 9 minutes of unattendance or not?)

I. Turning off the Key Click. (XL/XE only).

J. Setting the Screen Colors.

WHEW!

One of the reasons that you can save your own custom copy of PaperClip is that the disk is unprotected! There is a little plastic device, a 'key' to insert in joystick port #2 for the program to run. If the key falls out, or isn't in place, the program boots but locks up. If you stick a key in, it recovers. A very nice touch.

PaperClip supports standard DOS operations of deleting, renaming, formatting, protecting and unprotecting.

I left out the standard Word Processing functions of block delete, copy, move, undeleting, print preview, etc. There are some extras thrown in like letter swap (for instance, I just typed liek but hit escape-control-3 to switch the letters) and word swap (same idea with words). This program has so many features I'm sure I've left something important out. But with all this you've got almost 800 lines of text for buffer on an XL/XE and about 400 on an 800. The 130XE version this fall will support even more functions with an even larger buffer. I can't wait!

Let me discuss problems last. All the problems I am going to list are effective in version 1.0, but version 1.1 has been shipping for the last 4 weeks (even later by the time you read this). If you should get 1.0, 1.1 will cost you \$10. I'm also pleased to announce that the major 130XE version, and revised manual, will also cost \$10. HOW CAN YOU GO WRONG?

A. If you hit delete while on the last space in the buffer, your cursor will backspace 200 times (but not harm anything). It's neat to watch! I'm sorry this bug is gone from the new version (hehe).

B. You will lose characters while typing VERY fast because of the word wrap code. This is REAL frustrating for speed typists. However, version 1.1 has a "type-ahead buffer" that totally eliminates the problem.

C. There are supposed to be a few other dumb little bugs here and there, like 1/6 line spacing instead of 1/8 in some places, but I haven't seen them.

D. Hitting control codes that PaperClip doesn't recognize can cause strange things including lockup. I always hit SHIFT-CONTROL-TAB before printing to force auto-save. This is NOT fixed in 1.1, it's only a mild hazard. I understand fixing it would cause too much code, but I've had the same thing happen with AtariWriter.

That's it! Nothing too serious... but some caveats. Try to buy 1.1 if you can. If you have AtariWriter you can convert the files to PaperClip files (ED. NOTE: Something Henry neglected to due with THIS file...) courtesy of a separate routine. This is by far a state-of-the-art word processor! If only it had come out a few years ago, I could have said "Yes Mr. Snob IBM owner? The Atari is only a game machine? Well, does your \$50 word-processing program generate a Table of Contents?"

Mini RamDisk

For The 800XL

by Shadowfax

Under Atari DOS 2.5 the 130XE is able to access the extra 64K bank and use it as a RamDisk. While the 800XL is not set up for this, under 2.5 the extra 16K bank can be utilized as a mini-RamDisk. Best of all, this is not dependent on the RAMDISK.COM file since it involves the DOS itself. Just do the following:

Boot up BASIC with DOS 2.5. POKE 1802,PEEK(1802)+128 to add D:8 to the list of active drives. Next, press SYSTEM RESET and call DOS. Check the directory for D8. It should say 000 sectors available. Format D8: and check the directory again. It will say 499 sectors available. Only 128 sectors are actually available after formatting.

Now, write DOS to D8:, then DELETE DOS.SYS from D8:. Return to BASIC. POKE 5439,56 to redirect the DOS call to D8:. Call up DOS at this point. The DOS menu should come up immediately. Write MEM.SAV to D8: to allow you to move to and from BASIC without losing your programs.

If you wish, write new DOS files to your system drive to preserve the patch. This will install the mini-RamDisk into the 800XL each time you ROOT UP.

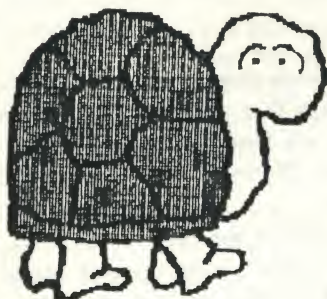
Reprinted from the L.A.A.C.E. 8/85 Newsletter, and The WINDHOVER PROJECT 7/85.

LOGO Little Bits

by Ruth Ellsworth

(Reprint ACE JUL/AUG 1985)

The new ST computers will soon be here. I find myself with the proverbial boxes of odds and ends (in this case disk boxes) as I get ready for the new machine. As part of the sorting out, I am giving the club a disk of LOGO programs. The disk includes the LOGO listings I have included in the ACE Newsletter, the LOGO listings I wrote last year for TURTLE NEWS, two instant LOGOs (one for the younger set and one for the even younger set), and odds and ends as time and space permit.



This month I want to mention the special primitives available in ATARI LOGO. Because of the way in which ATARI LGO is accessed by the computer, users have little control over the computer memory or ability to change it. The special primitives in ATARI LOGO give very limited ability to affect the computer memory. These primitives have the `.(dot)` at the beginning as a warning that they must be used carefully. They can destroy workspace. If workspace is destroyed through using them, one must restart LOGO and begin again.

The special primitive used most is the `.SETSCR` command. This command adjusts the vertical and horizontal lines on the TV being used so that objects are in correct proportion. For example, squares can be made to look truly square rather than rectangle as some TV screens make them appear with default `.SETSCR` value. For most TV screens `.SETSCR .8` is the correct value.

The `.PRIMITIVES` command prints a list of all LOGO primitives. This can be a handy reference guide during programing. We have also found it very useful when translating programs created at the children's school with different computers.

One of the nice things about ATARI LOGO is that the machine language subroutines can be accessed through the `.CALL` command. This command allows ATARI LOGO to do things which LOGO was not designed to do. The `.CALL` command is followed by a number (address) representing the starting memory location for the subroutine.

Two special primitives allow LOGO users direct access to memory locations. These commands are `.EXAMINE` and `.DEPOSIT`. Both commands are followed by a number representing a memory location (address).

The `.EXAMINE(number)` command allows the user to read the contents of a memory location. It is used for such things as printer drivers which check the memory locations during the run of the programs so that the printer will perform in the way desired.

The .DEPOSIT(number) command has very limited use in ATARI LOGO. The way LOGO is implemented makes most memory locations "off limits" to changes. There are, however a few locations which can be used to create fun or interesting effects. One of the things is fun to do is to use the .DEPOSIT command to change the shape of the turtle. Page 154 of the Reference Manual gives the location and byte numbers that can be used. We have used those numbers with the collision registers to make the turtle look squashed.

Another fun thing we have done is to use the .DEPOSIT command to make titles for our programs that flip upside down and back. The FLIPPING TITLE modules at the end of this article can be used to introduce programs by adding the name of the program to run after the line IF:VALUE X 10 [FLIPLT] in the TO COUNTER module.

The TO START module is required because the program uses a counter. Counters must be set in modules outside of the modules in which they are used, or the value of the counter will be reset to the original value each time. If the counter is reset to the original value the program will become a "forever" program and won't go anywhere.

A value of 2 placed in memory location(address) 755 makes text appear right side up on the screen. A value of 4 placed in that location makes the text appear upside down. In the TO FLIPLT module we have first placed 2 in that location using the .DEPOSIT command. Be sure to remember when using this command that the address is placed directly after the command, followed by the value to be placed in that address.

SETCURSOR allows text to be placed anywhere on the screen. We have centered the text. It could be placed anywhere desired between 0 to 23 vertically, and 0 to 37 horizontally. However, horizontal location 37 is reserved, so for all practical purposes horizontal numbering is from 0 to 36.

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Telecomputing

By Doug Rownton

Attention, please. This is your SYSOP speaking. Please fasten your drive belts, place your modems in the ready position, and prepare for on-line adventure. This is the national tour of Bulletin Board Systems.

Geez. A look around Hampton Roads will give you some indication of how the world of telecomputing has grown in the past year alone. Not long ago, I ran across a list of systems I made in the first month I had my modem... "way back" in January of 1983. A grand total of 5 systems were listed. Does anyone remember "THE BULL"? How about "W2INO", affectionately referred to as "WIND"? Or maybe "ROBB"? The only one still active from that list was the Heath BBS...and it's pretty sporadic anymore. One list I obtained from another board in town lists no fewer than 30 boards in this area.

Of these, a more than proportional share belongs to Atari. Why? I'll offer one theory. We do more than play games with our "game" machines. Most of us are always looking out for new things to do, new programs to look at, and if you're like me, you're too lazy to type 'em in yourself.

Nonetheless, even with the proliferation of systems in just about everyone's home town, a few systems across the country really stand out. If I've forgotten or overlooked your favorite, drop me a line!

Let's begin our trip on the east coast. I have never found any BBS in New York worth talking about. The most unusual are further north. Look to Boston for the Macro Exchange (617-667-7388). It's not a large system...and it's usually very busy. But it often offers unusual and original programs you won't find anywhere else.

Moving west, Michigan is prime country for BBSing. MACE (Michigan Atari Computer Enthusiasts) continues to support several fine boards, including MACE MAIN (313-544-0885) and ETHERNET (313-531-1701). Other fine BBS in the Wolverine State include ARCADE (Jim Steinbrecher's BBS -- 313-978-8087).

For my money, the best system in the country is one you don't hear much about. CLAUG (Chicagoland Atari Users Group) operates one of the largest and most comprehensive BBS I've seen. (312-889-1240) Indiana brings us another fine board, PACE (812-379-1152).

The only BBS I can recommend south of the Mason-Dixon line is BACE (Birmingham Atari Computer Enthusiasts) with a fine selection of downloads (205-979-8093).

Moving west, we find BUG (Boise Users Group) in Idaho (208-383-9547) SNACC (Southwest Nevada Atari Computer Club), another large system (702-733-9488).

California is another mother lode of BBSing. LAACE (Los Angeles...) is a large and extensive BBS (213-348-8644). Others include SWAMPS (213-324-0218), ACAOC (714-731-6523), and the always-popular IBBS (Itsy Bitsy...), which started with one drive in a teenager's bedroom, and gets bigger all the time (408-298-6930).

That pretty much wraps up my personal favorites. If you've got a few bucks to spare, take a trip or two off the beaten path. Sometimes you'll be pleasantly surprised. Check out the "Other BBS" listings, and you'll end up in places like THE TIME ZONE, JOE'S, MOONBASE, THE RAT'S NEST, TROPICAL RAIN FOREST, MOM'S, or THE JAIL. Many an unusual program for the STATUS BBS has come from places like these.

Be forewarned, though, that gate-crashers have made it tough sometimes to find natives that are friendly to travelers. I've been told of some mighty-fine systems (Houston, Grand Rapids, Kansas City) that have password policies that are just too restrictive for "passers-through" to easily access them.

As I said in the beginning, I'm sure I've overlooked some fine systems. I can think of several now that should have been included. But part of the fun is in striking out on your own...charting new courses...going where none of us (locally) has ever gone before! Start your own collection of out-of-town numbers...but first, get MCI, SPRINT, or one of AT&T's new packages for long-distance calling. You'll find line quality better (much) with AT&T, but in most cases, their prices are just too darned high.

One thing I'd be interested in finding out...is anything about any Atari BBS overseas. There must be some! If you've got a number, give me a holler.

OTHER NOTES: October 12 (2:00 pm) is the next meeting date for those of you who may be interested in learning more about your modem and how to make it work for you better. Contact me for more information...voice or data.

One of the most-underrated pieces of equipment the old Atari ever put out was the 835 modem. With prices below \$40.00 in most cases, it may be the ticket for those of you interested in telecomputing on a budget.

I hesitate to say this, because I might spoil a good thing, but I've been picking up some software (hardware available, too) at prices below even some of those eye-poppers in the mail-order ads. The place? Garage sales. There are a lot of folks who never could answer the old question, "What will I DO with it?" who are jettisoning some mint-quality stuff at rock-bottom prices. Go cruising some Saturday, and you'll see what I mean.

That's all for this time. Keep the lines humming, and as my father used to say, "Keep it clean!"

NEXT TIME: YOUR GUESS IS AS GOOD AS MINE!

FLIPET: LOGO LISTING
(See article page 11)

TO START
MAKE "VALUE 1
CT
FLIPLET
END

TO FLIPLET
.DEPOSIT 755 2
SETCURSOR [15 12]
PR "TITLE
WAIT 60
.DEPOSIT 755 4
WAIT 60
.DEPOSIT 755 2
COUNTER
END

TO COUNTER
MAKE "VALUE :VALUE + 1
IF :VALUE < 10 (FLIPLET)
END

President's Column

First, I would like to give a special thanks to Dr. Breedlove from Family Vision Care for his fine and timely presentation on Video Display Terminals.

And we would also like to thank Bill Maddrey for the copy of AMODEM71 (the public domain terminal program for the 1030 modem). By the way Bill is Buck's brother and is also a member of the HOUSTON ATARI COMPUTER ENTHUSIASTS. (H.A.C.E.)

We don't have a 520ST in our midst yet...but, We have been promised a demonstration by Jerome Rubin of I/O Computer. I've been reading all the good press that this fine machine has been receiving and the general consensus is "Where is the Software". To the rescue will come the User Groups with public domain programs. There are some fine reviews in some of our Exchange Newsletters by those who were first on line to try the new product, check them out....

We have a new store which is due to open around the 1st of October, in Norfolk. " Interface " owned and operated by Kent Irwin, will be located at 6204-c North Military Highway, Norfolk, VA 23518. Kent is very interested in working with us in providing us with software/hardware for our Atari's. Henry Colona will be assisting Kent with Atari Software/Hardware selections, so if there is a particular piece you're looking for give "Interface" a try. While we are on the software/hardware subject, don't forget the folks at Software City, and Games and Gadgets they have been gearing up with new Atari software...Software City has received the 520ST with color monitor which is currently on display, they also plan to have some 1050 drives priced at \$149.00...Check them out....

We are scheduled to have a group picnic and software swap, tentative date is Oct 6. Location will be Mt. Trashmore Park Pavillion ONE

A Big WELCOME to all of our new members, " a dumb question is only dumb if you keep it to your self ".....Till next month...Keep on Hacking..



S.T.A.T.U.S.

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MEETINGS: S.T.A.T.U.S. meetings are held on the first and third Thursdays of each month at the Baylake Pines Private School, 2204 Treasure Island Dr., in Virginia Beach, at 6:30 p.m. All interested parties are welcome to attend.

NEWSLETTER ARTICLES:

Submitted articles are preferred on disk text files, but will be greatfully accepted on hard copy (including handwriting) if you do not have a disc drive. If you have a modem, you can upload your articles to the Editor by calling 499-6021. Articles may be submitted anytime, but will probably not make that month's newsletter if submitted less than one week before the regular meeting date.

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